TAITO
TAITRONICS
DEFENDER
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FREE AT LAST!!

At last **freedom** to do the things you always wanted to do in a video game.....

Freedom to soar and glide through space..... **Freedom** to move forwards, backwards, up and down.....

Freedom to move swiftly or slowly as you wish.....

Freedom to transcend space and time and to command undreamed of power.

At last you are free to be a true **DEFENDER.**

Play Features

1. The object of the game is to prevent the enemy from kidnapping the stranded humanoids on the planet surface.

2. It is best to shoot the enemy before they make the kidnap. However if you are too late you can shoot the enemy after the kidnap and then catch the humanoid before he falls to his death.

3. If you fail, the kidnapped humanoid mutates and you have another deadly enemy to face.

4. You can shoot the enemy with lasers or with "smart bombs". However, "smart bombs" should only be used in emergency situations, since their supply is limited.

5. You also have many defense options.

   A. **The Hyper Space Button.** This instantly catapults you into a different (random) point in space.

   B. **Reverse Button.** This enables you to change direction instantly.

   C. **Thrust Button.** Skillful use of this button enables you to control your speed.

   D. **Scanner.** This is located on top of the screen and gives you a mini-view of the over all positions of the enemy. Skillful use of the scanner will enable you to be at the right place at the right time either to avoid or attack the enemy.

   E. **The Smart Bomb.** This is activated by a special button. When used it will destroy all enemies on the screen at one time.

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